	Type	L #	Hits	Search Text	DBs	Time Stamp	Comments
1	BRS	L1	369	generat$3 same (3d or (three adj dimensional)) same object same polygon	USPAT	2003/05/28 08:50	
2	BRS	L2	3820	(cut$3 or scissor$3) adj2 (block or polygon)	USPAT	2003/05/28 09:17	
3	BRS	L3	0	(cut$3 or scissor$3) same (block or polygon) same (view$3 adj angle adj range)	USPAT	2003/05/28 08:54	
4	BRS	L4	22	transform$3 same (space adj coordinate) same (screen adj coordinate)	USPAT	2003/05/28 08:54	
5	BRS	L5	0	(cut$3 or scissor$3 or clipp$3) same (block or polygon) same (view$3 adj angle adj range)	USPAT	2003/05/28 08:56	
6	BRS	L6	47198	(cut$3 or scissor$3 or clipp$3) same (block or polygon)	USPAT	2003/05/28 09:38	
7	BRS	L7	90429	(cut$3 or scissor$3 or clipp$3) same (block or polygon or object)	USPAT	2003/05/28 08:59	
8	BRS	L8	6	7 and (view$3 adj angle adj range)	USPAT	2003/05/28 08:58	
9	BRS	L9	639	7 and (view$3 adj angle)	USPAT	2003/05/28 08:58	
10	BRS	L10	0	4 and 9	USPAT	2003/05/28 08:58	
11	BRS	L11	20	1 and 9	USPAT	2003/05/28 08:59	
12	BRS	L12	65	9 and game	USPAT	2003/05/28 08:59	
13	BRS	L13	2	1 and 2	USPAT	2003/05/28 09:03	
14	BRS	L14	41	2 and game	USPAT	2003/05/28 09:13	
15	BRS	L15	0	2 and (rac$3 adj game)	USPAT	2003/05/28 09:13	
16	BRS	L16	0	(cut$3 or scissor$3) same (block or polygon) same (view$3 adj range)	USPAT	2003/05/28 09:17	
17	BRS	L17	5	(cut$3 or scissor$3) same (block or polygon) same (new adj (vertex or vertices))	USPAT	2003/05/28 09:18	
18	BRS	L18	40	(cut$3 or scissor$3 or clipp$3) same (block or polygon) same (new adj (vertex or vertices))	USPAT	2003/05/28 09:39	

	Error Definition	Errors
1		0
2		0
3		0
4		0
5		0
6		0
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8		0
9		0
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11		0
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18		0